

Game machine and method of controlling the same

Patent number: EP1003138
 Publication date: 2000-05-24
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 Classification:
 - international: G07F17/34
 - european: G07F17/34N
 Application number: EP19990309070 19991115
 Priority number(s): JP19980327636 19981118

Also published as:

US6315663 (B1)
 JP2000140207 (A)
 EP1003138 (A3)

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Abstract of EP1003138

A game machine (10) comprises a plurality of cylindrical reels (32A, 32B and 32C) each provided with various kinds of symbols (m) on its outer surface. The reels (32A, 32B and 32C) are axially aligned and independently rotatable about an axis (34) in first and second directions (D1 and D2). Part of symbols (m) of the reels (32A, 32B and 32C) are displayed on a window (31a, 31b and 31c) having a predetermined winning line (L1, L2A, L2B, L3A and L3B) crossing over the symbol (m) of the respective reels (32A, 32B and 32C) to define the symbols (m) on the winning line (L1, L2A, L2B, L3A and L3B) as a symbol combination. The reels (32A, 32B and 32C) start rotating in the first direction (D1) in response to an operation of a start lever (42). The reels (32A, 32B and 32C) independently stop rotating in response to respective operations of stop buttons (41a, 41b and 41c) to bring the symbol (m) of the corresponding reel (32A, 32B and 32C) to a standstill on the winning line (L1, L2A, L2B, L3A and L3B) to obtain the symbol combination after all reels (32A, 32B and 32C) are stopped rotating. The symbols are shifted in the first and second directions (D1 and D2) within a predetermined waiting time to change the symbol combination.

FIG. 6

